

PRIVATE

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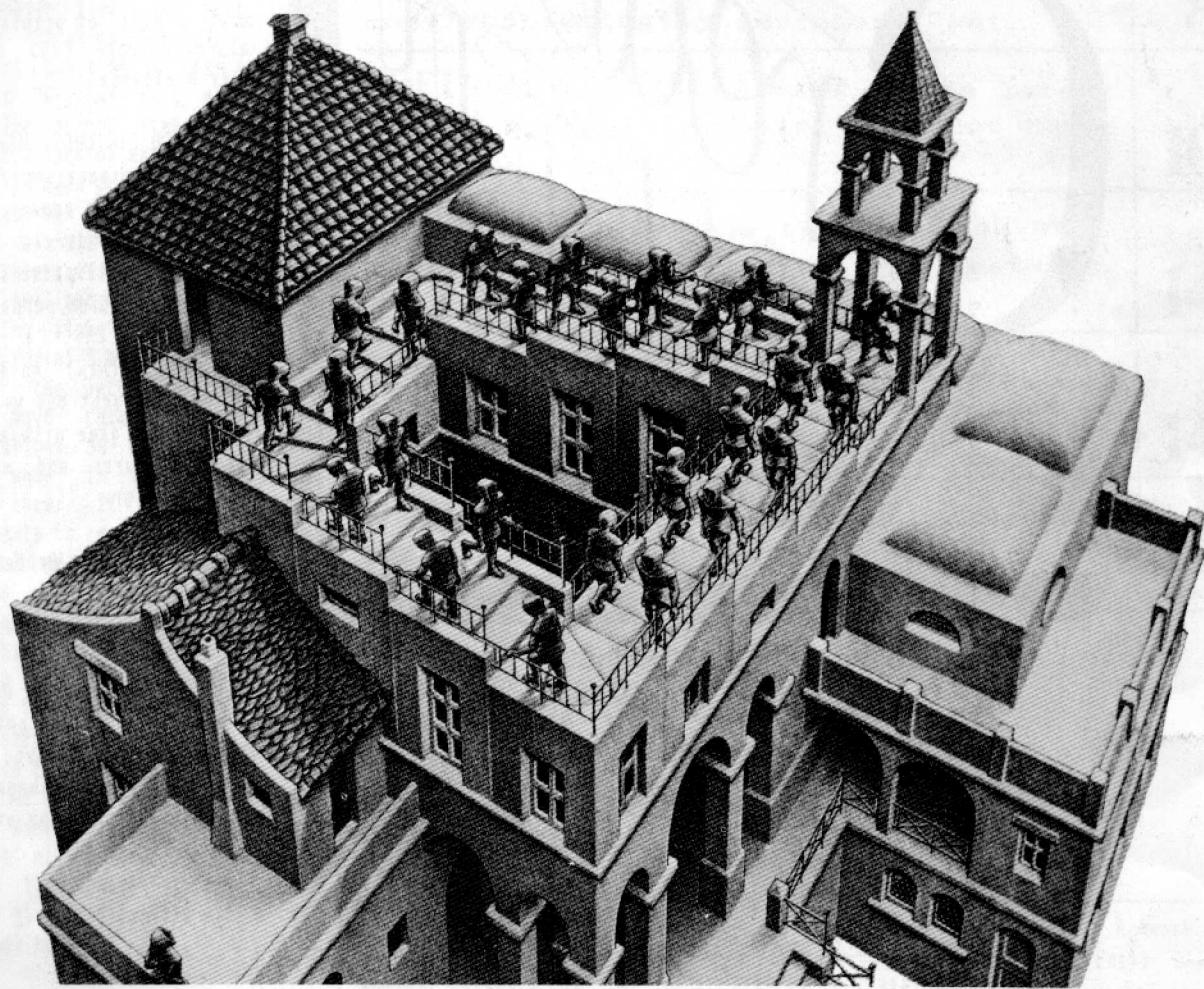
magazine.

1986

ISSUE 5
An I.E.U.G publication

ENTERPRISE

WHERE DO THEY GO FROM HERE?



watch this space for details next issue.

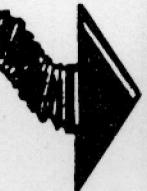
IEUGs
2nd

EXDOS
PART II

Latest Software
reviews.

Readers
views.

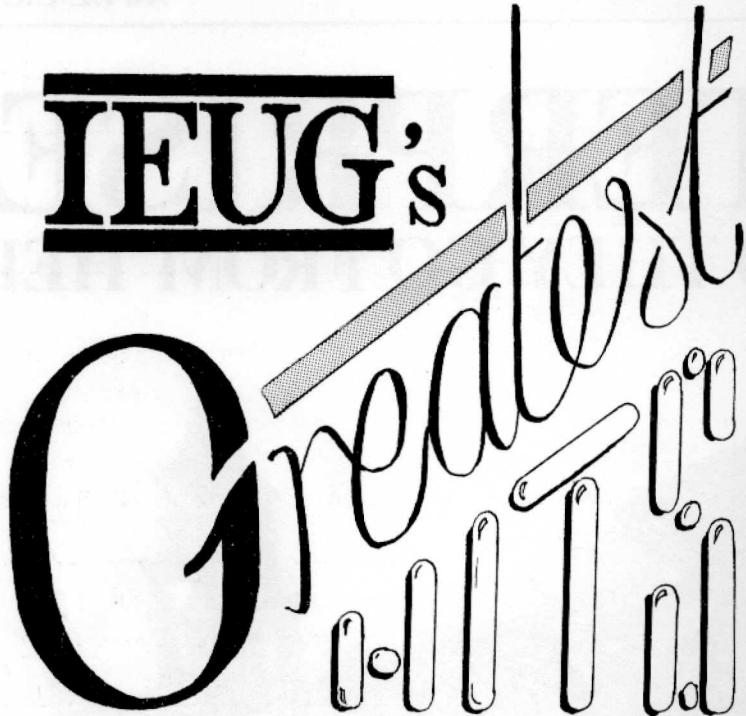
Word
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PRIVATE

ENTERPRISE
PROGRAMS

IEUG's



VOLUME 1

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COMING LATER THIS YEAR- IEUG'S Greatest Hits Vol. 2

Cheques P/O made payable to: IEUG. All orders to:
IEUG, 12 Whitegates, 100 station Road, New Barnet, HERTS EN5 1QB.

VOL.1 is...

A compilation (15 tape (both sides) of all programs published within the pages of Private Enterprise plus a lot you've never seen, mainly because of their size.

Programs of note include

ENVELOPE GENERATOR allows you to explore both graphically and through sound output, possible envelopes for your own use. The program also gives you the envelope data to be used within your programs.

SCREEN DUMP Dumps graphics onto most brands of printers at an alarming rate (255 shades of grey available)

DIGITIZED PICTURES (NEW) Two of Tim Boxes pioneering digitized images well known to IEUG meeting attenders. Recently acquired by Enterprise Computers for demonstration purposes.

CODE QUEST (NEW) An excellent and well thought out version of the classic game with a host of extra features and with good use of colour.

HIDDEN SURFACE Probably the most impressive graphic demonstration of page animation

TRANSFORMATION (NEW) Difficult to explain in words. put simply this program allows you to draw two different images and animates one into the other.

Editorial

Welcome to issue 5 of 'Private Enterprise'. There are, no doubt, a few questions you would like to ask us, well I'll try to anticipate them and provide some kind of answers.

The first will no doubt be 'why is this issue so late'. To answer this look to the letters page.

The second might be 'what is the meaning of the front cover'. The answer, of course is a very cryptic one. Enterprise, as you will no doubt realise, are in the classic 'Catch 22' situation; no software, no sales, no sales, no software. Hence the never-ending struggle. The question now is, where are they going-up or down. We now believe we have the answer. We were going to reveal all in this edition but have since been instructed by Enterprise not to disclose it. You will however find out next issue (if have not already heard).

The last question I can see you asking is "Why is this edition so small". The answer lies in printing costs and a lack of material to print. By that I mean printing costs are so high that we have to justify the inclusion of all the pages by high quality material. This as you probably will have realised, we are short of.

Continuing along the theme of last issues editorial I bring up the subject of PR or the lack of it. Enterprise seem to have chosen to ignore the recommendations on cheap advertising that I made in issue 4. I now say this to them. It may be true that nobody wants to review conversions but I know of one magazine that prints what has been released even if it doesn't review it and that's better than nothing. How the heck do you intend to let prospective customers know that there is a software base (if a bit small) if you can't even be bothered to tell the press?

Finally we bring you good news. Issue 5 is our anniversary edition. 'Private Enterprise' will be one year old. So to celebrate this monumental feat issue 6 will be given a face-lift with a 'new look' magazine.

Tim Box

PRIVATE

ENTERPRISE

magazine. 1986

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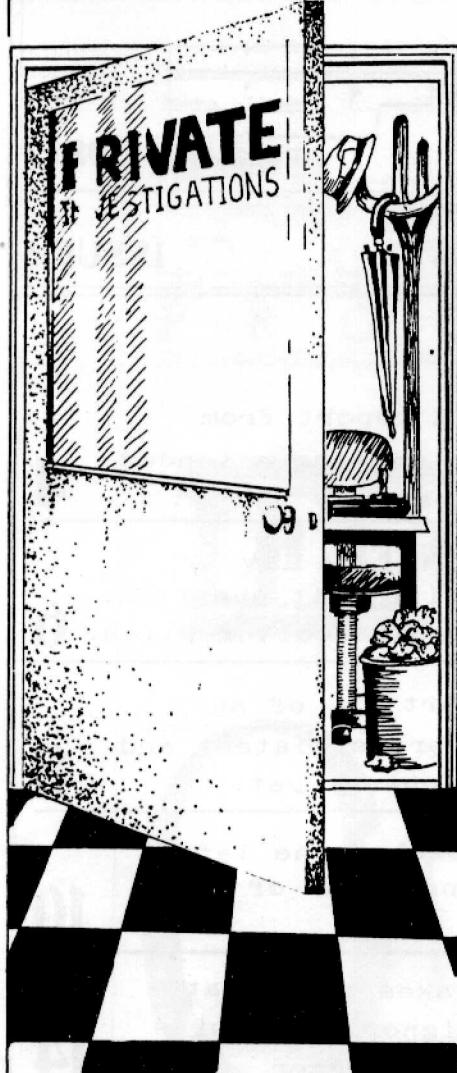
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THE INDEPENDENT ENTERPRISE USER GROUP

12 Whitegates,
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New Barnet,
HERTS,
EN5 1QB,
ENGLAND.

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News Desk



IEUG'S 2nd

April the 19th saw London's first major computer show of the year - the Independent Enterprise User Group meeting in Finchley, centre of the known universe. Well it would have been, if a few more people had turned up. Where were you all? I mean what are we going to do with 2000 plastic cups, 24 gallons of milk, 1500 teabags and a few choccy biscuits - answers on a postcard to...

Seriously though, the 2nd meeting went well and everyone seemed to enjoy it, if anyone who was there didn't enjoy it write in and tell us why.

The occasion saw the first public appearance of Tim in his new guise of head of Boxsoft U.K. selling software at the meeting. It seems that people still can't obtain software around the country as Tim sold out of just about every title he brought along.

Most of the usual crowd showed up, including a lot of people we saw last time (we must be doing something right!). Tim's digitiser refused to come along this time, there are those of us that think that it was up to something with Gary, who was also conspicuous by his absence. Neil eventually arrived with the tea and coffee about two hours late - he swears blind he took a wrong turning out of the tube, but we know different! I myself am going for a short stay in the local funny farm to try to figure out why I got up at 6.00 (in the morning) just to get to Finchley to help set everything up.

Guest speaker this time was Keith Elliot, head of Entersoft, although Steve Groves did come along on the off chance.

Keith started off by explaining why the Enterprise is where it is today,

or rather why it isn't where it should be. He went on to talk about increased publicity in the future, emphasising possible deals with several major high street retailers involving a package deal comprising a 128, monitor, disk drive & interface and software package designed to compete directly with the Amstrad PCW256 - this is what we've all been waiting for. He also confirmed that the present machines will be fully supported in the event that any new micros are released, specifically present machines will be fully expandable to meet the specification of any new machines. Finally he revealed that Entersoft will be stopping conversion of software titles from other machines, instead emphasis will be placed on getting third party software companies to produce titles for the two machines.

Other items of interest were alive, if not kicking, appearance of the mouse; two Enterprises talking to each other via the network; one Enterprise was performing fractal calculations, very, very slowly; just to prove that the Enterprise is in a similar class to the Amiga there were numerous bouncing, hopping, spinning, bleeping and deflating ball programs - if I see another one in the next few months someone's going to pay! Finally, Peter Hiner was there with a nearly complete version of ZIP which he subjected "Bomber" to, producing a staggering speed increase - now where's that copy of "Eddie"?

It is not yet certain when the next meeting will be, but we will probably have one before the P.C.W. show. If any of you have any suggestions for the next show please let us know, Mark has already suggested topless software consultants - poor lad (I'm game! - NB.)

Bye bye Aztec

It has been announced that Aztec software have gone into liquidation. Aztec produced the software for the Speakeasy speech synthesiser, and were finishing off the graphics package for the long awaited Enterprise mouse.

Enterprise say that the mouse will not be affected; Aztec were not actually making the mouse and another software package will be adapted to work with the mouse. We look forward to seeing this in the near future.

As we revealed last issue, Aztec's Basic compiler had already been dropped by Entersoft due to its lack of speed. Entersoft are now going to use the ZIP integer Basic compiler written by Peter Hiner.

A Cauldron of software in the Pipeline

Not a lot on software, as we mention in the User Group article. Entersoft are going to reduce the number of conversions that they'll be doing for the machine, concentrating on getting third party companies to produce software. Apparently just about every software house in the country has an Enterprise, and all are saying favourable things about it; which leads us to ask why we haven't seen more titles for it.

There will still be some conversions appearing from Entersoft which are already in the pipeline. One which impressed us greatly was Cauldron, which was shown at the user group meeting. This program first appeared on the Commodore 64, although everyone at the show agreed that the conversion was better than the original. The game is a cross between a shoot-em-up and a platform game, in which you play a witch who is trying to get a golden broomstick from the evil pumkin - real life situations in computer games! It should be available within a couple of weeks for the Enterprise 128 only.

Asmon and Macro-D are both near completion (we'll probably tell you the same next issue as well) and there are a number of CP/M programs being configured for the Enterprise - we saw working versions of Supercalc 2 and Superwriter at the meeting.

Finally everyone who wants more speed from their Basic programs should look out for the ZIP integer compiler, this too should be ready in a couple of weeks.

Drives you mad

Cumana now seem to have most of their problems sorted out. Deliveries seem to be back to normal, on double drives

at least, i.e. a few days. There still seems to be a delay with single drives however and these are still taking up to a fortnight to come through. All the same, this a far cry from earlier in the year when we actually had to go elsewhere at one stage due to the long delays in deliveries.

It seems, though, that in their haste to get deliveries back on schedule something went wrong in their Quality Assurance department. Some of the first double units we received with N.E.C. drives in them had the connection lead the wrong way round inside, stopping the second drive from working. This problem has now been sorted out at Cumana, and we look forward to supplying many more of you with disc drives (on time!) in the future.

Technical help

Great news for anybody out there who wants to delve more deeply into the Enterprise. After a long wait, the Enterprise Technical Manual is at last available. This invaluable tome contains information on Exos, the various device drivers - e.g. sound/video/keyboard - and programming the DAVE and NICK chips directly. The manual costs £6.70 and can be obtained directly from Enterprise.

Tims soft Box

As everyone will know we are always complaining about lack of support for the Enterprise, and it's lack of publicity. Well, Tim Box must have got rather more fed up than most of us because he's actually gone and done something about it - he's set up his own software dealership. The name of the new company is BOXSOFT, and anyone wanting information can contact

the housewives' favourite at :-

12 White gates,
100 Station Rd,
New Barnet,
HERTS,
EN5 1QB.

(Where've I seen that address before?)

BOXSOFT will be selling software at under list prices which has to be good news, and will be selling all currently available titles. We wish Tim every success, so start sending him the orders before we send the boys round!

1st 4ths

We've been getting a few complaints from people who ordered Forth from Enterprise on cartridge and received instead a tape plus refund. Enterprise point out that the tapes were sent out to save people having to wait for the delayed cartridge version, and that anyone wishing to upgrade can obtain a cartridge by sending back their tape with a cheque for £5 plus p&p to Enterprise.

Two Escape.

Two well known personalities have left Enterprise in the last few months. Both Charles Macadam and Mike Shirley have moved on to pastures nearly as green as the Enterprise's keyboard. We wish them both luck in their new jobs, and trust that Enterprise will survive without their services.

New U.G address

Welcome once again to Private correspondence. As with the last two issues I shall start with an apology. It is directed to all the members who wrote in with a query or question and did not receive a reply. Answering your letters is a problem that is going to get worse. The amount of time that I can spend answering letters has decreased and will, I'm afraid, decrease even more. I am, therefore, only in a position to answer important letters ie ones from people offering help! This leaves a major gap in correspondence. What do you do if you need help? There are two options:

1) Write and your letter will be answered in the magazine or personally if you live too far away to phone. (ie abroad)

2) Phone me and I will answer any queries there and then.

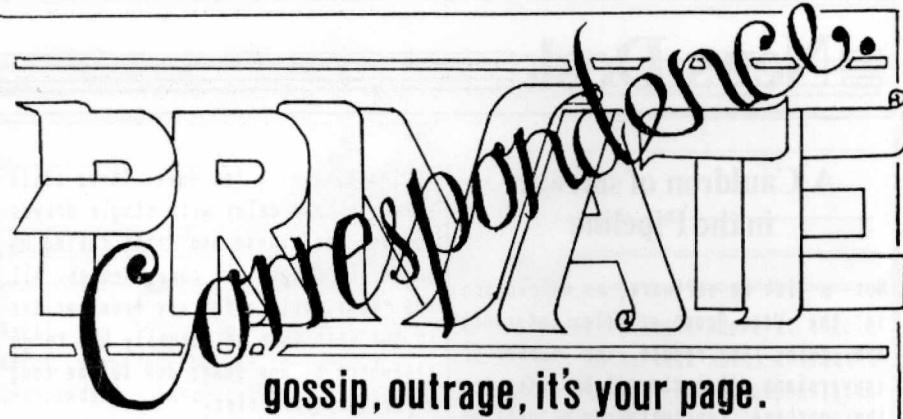
The first option is useful if you want to voice an opinion that you want every-body to hear or if you are sending in hints and tips programs and articles etc. The latter will receive a personal response.

The second option is ideal if you want a quick answer or you have a lot of questions. There is also the advantage that you will receive a fuller answer than would normally be given in a letter.

The next thing to note is a new address. I know this is the third one, but I can assure you it won't change again for a long time.

The new address is for all user group correspondence is :-

Tim Box IEUG,
12 Whitegates,
100 station Road,
New Barnet,
Herts,
EN5 1QB.
ENGLAND



And the telephone No. is 01-440-4110
Please only phone between 7pm and 9pm
week days.

Now down to your letters. As you will have noticed, this issue is a small one. This is due partly to printing costs and partly to a lack of articles. Thus the size of the mag has restricted the space for letters etc. So as you will see I've not included many but as usual they reflect the general views of members.

Dear Sirs, ED, PE or IEUG,

Thank you for a very good magazine, I think it is very well presented and the content is excellent. I was particularly impressed by the advanced programming and the line parameter table articles and find them extremely useful.

I also find Super Programmer very good but the lack of sound and graphics is a bit annoying. (come on Enterprise, hurry up with the Advanced user guide.)

I've got a lot of things I would like to ask so a list seems appropriate.

1) Why are the Function key labels on the manuals different to those on the computer? I've had mine since '84' and I haven't got MUTE, HELP, ECHO or STATUS.

2) On the Network, which wires do we use? I know about the Data bus and the Control Bus but which wires do we use as the ground? Is it the 0v, as you would expect, or is it the REF line?

3) Why doesn't anybody tell us about the Expansion Port and what each wire does? If you have taken yours to pieces yet (I couldn't resist it) you will probably have noticed, like me, that several of the wires are connected together. This seems a bit of a waste, but I'm sure Enterprise can explain.

4) Another thing: On the right-hand side of the PCB, near the Expansion port, there is a row of holes, resembling the holes on the BBC B+ for memory expansion. If this is what they are intended for, why can't we do the job ourselves (I've got a '64', at the moment)-I'm sure we could manage.

5) Why does "RUN line_number comma" produce a crash. I know it's very pretty but an error would be more informative!

6) Will Enterprise (or anybody else for that matter) ever print a list of mistakes and corrections for the manual? It's extremely annoying sometimes, but I think another book (ie the ADVANCED USER GUIDE) would solve this problem.

Keep up the superb work.

Simon Gidney.

TB. Well as you've listed your questions I shall answer them likewise.

1) It seems Enterprise designed the boxes and the manual cover a long time before they released the machine and in the intervening time they decided to improve the Basic so necessitating

Private Correspondence

changing the function key strip. It's a pity they couldn't do the same for the contents of the manual.

2) On networking, it is, as you expected that the ground is the Ov line.

3) I will, I promise print the pin outs of the Expansion port next issue. The tracks that are joined together are, in fact, Ov lines.

4) The row of holes next to the expansion port is where the extra 64k goes but it requires an extra board and is not a DIY job.

5) You obviously have the old 2.0 2.1 does not, thankfully, have the same faults.

6) Enterprise do in fact include an errata with the manual now, but I think what is really needed is the 'Advanced User Guide'. I should think it will be out soon along with 'Jungle Jim', 'Stud Poker', and the rest of the products Enterprise promised one and a half years ago!

Dear Tim

I know you've had problems meeting publication dates, but this is going a bit beyond a joke chaps! I sent off a cheque to you on the 14th January for £11.95 to cover the cost of this years subscription to 'Private Enterprise' plus IEUG'S Greatest Hits Volume 1. You paid the cheque in at the beginning of February according to my bank, you eventually sent me the afore mentioned cassette of programs (and very good they are to) along with tantalising references to issue 4 of Private Enterprise - but you haven't sent me a copy yet!

Are you in league with Mc Intyre Marketing. It took me over a month to eventually obtain a special offer Enterprise 128 with monitor from them!

Fortunately their offerings and yours appear to be worth the wait. Of course if you leave it a bit longer you could always send me Jan/Feb with Mar/Apr and save on postage, but I'd rather not wait any longer.

A Sheldon.
Bracknell
Berkshire.

TB. This was just one of many letters we received about the time the last issue should have been published. And I suppose you deserve an answer. Well the best way to explain is to give a little insight as to how we put the mag together.

1) For 1/2 months we work on articles and reviews for the mag in between normal 9-5 jobs college work, decorating and general user group stuff like software & disk orders, and letters etc or whatever else we have to do normally.

2) Then for 1 week all hell breaks loose as we try to get all the work finished.

3) Mark then works solidly for an entire week solid putting the work down on paper.

4) Once this is done we trot down to the printers and haggle over printing costs and delivery dates. This is where all your subs go (for example, issue 3 cost £1.33 per copy to print.)

5) While it's being printed we put pen to paper again write out all the addresses on the envelopes, (occasionally stopping to day-dream about some one writing a database program for the Enterprise or having enough money to buy a CPM program that would do it all at a touch of a button!!)

5) Finally we spend a day putting mags into envelopes and licking over three hundred stamps!

All this is theoretically what happens, but in practise we never finish the first stage on time. All this we do for nothing but self-satisfaction and the thanks we get from you members, had we not received your thanks I, personally would have given it up along time ago.

Enough of the self-pity. We are sorry for the delay in getting the mags out and we must say we are now receiving a lot of help from a few members that will, in the future, mean that we will soon get the issues up-to-date. Look out issue 6 here we come!

Finally we come to the subject of Mc Intyre Marketing. You are not the only one to have had trouble from them. We can just be thankful there should not be any further dealings with them.

Dear Sir,

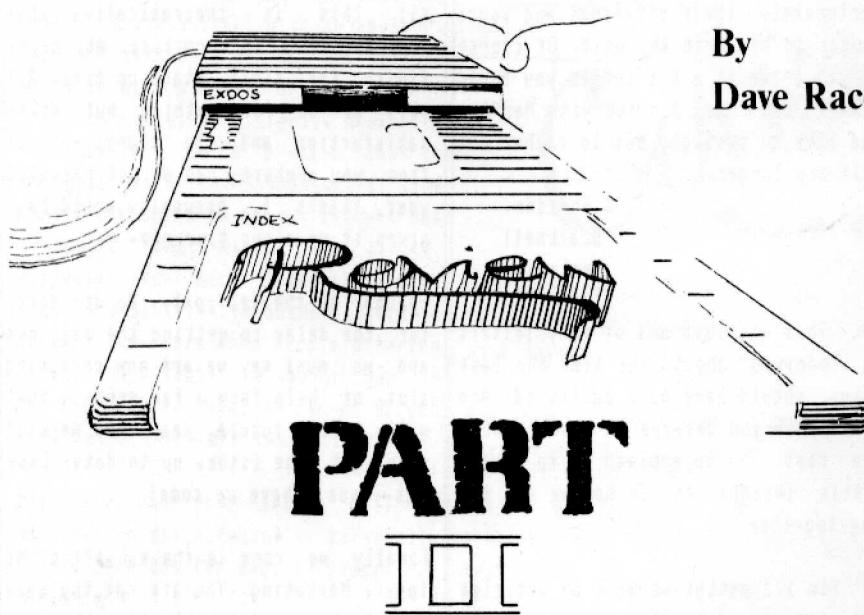
Help. I have had a 128 since the Mc INTYRE offer and have not yet got beyond line 310 page 9 "Drawing Boxes". My blockage seems to be with the " " and the small print.

Do you know of any book or magazine that would be of any use to an idiot like me? I don't want to use the 128 for games only or to practice the RESET button.

H Kershaw
Keighley, Yorks.

T.B. This is another common plea we get. Although we have talked a lot amongst ourselves about adding a Basic Programming section, we have not yet found anyone to do the task. So, if you know Basic and are willing to do some teaching we would love to hear from you. But, in the mean time, we will inform members about any literature which will help.

■A long hard look■



By
Dave Race

3 letter extension which is normally used to differentiate between different types of files. These characters can be upper or lower case, but as EXDOS changes all filenames to upper case there is no real difference between the two cases. Some characters have special functions in file names, for instance a backslash is used to indicate that the previous name in the list was a directory. It is also possible to use "wildcards", these are represented by the asterisk and question mark symbols and tell EXDOS to accept any character, the star also means accept any number of characters. This feature allows a rapid search to be made of a disc for items of interest, for example :-

DIR FILE?

would give a list of files whose name was 5 characters long and started "FILE" where as :-

DIR FILE*

would give a list of all filenames starting with "FILE" no matter how long the name was.

If you only have one disc drive, like me at the moment, you can still behave as if you have a double drive. This is because if only one drive is attached EXDOS treats it as if it is two separate drives. Thus you can make backups, copy files from one disc to another or use a program which needs data to be read in from another drive. EXDOS works out which drive you are using, to begin with this will be drive A, and prompts you to change discs whenever you change drives. A very useful feature indeed.

It is even possible to use EXDOS without any discs attached at all, this is because it offers the facility to use a RAM disk, a feature available on most business machines ...for a few hundred pounds. A RAM disk operates in

If at any stage you want to reorganize your disc EXDOS makes this easy too. Obviously it is possible to delete and rename files and directories, although there is the safety feature that you can't delete a directory unless all the files in it have been deleted. It is also possible to move not only files but entire sub-directories around on disc, or you can copy files from one directory to another without affecting the original file.

As you can see, the structured approach to data storage offered by EXDOS allows the user to produce discs which are easy to read and access. To make matters even simpler each disc can be given a volume name, using the VOL command.

The actual process of saving and loading files and programs from disc couldn't be simpler. Simply forget that EXDOS is attached and use LOAD, SAVE, RUN etc as normal - EXDOS will do all the hard work for you. Only one command works differently with EXDOS and that is START, with a tape based system this command will either run the program that is in memory, or if there is no program

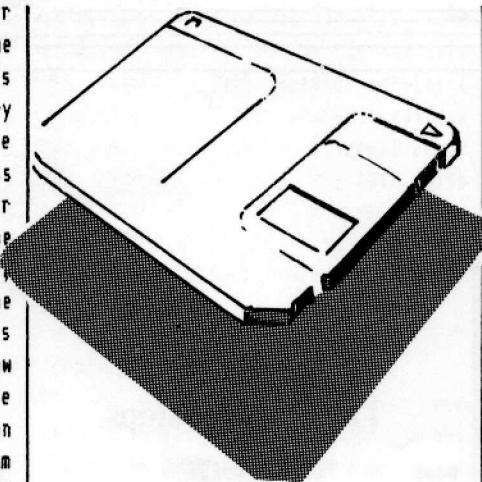
loaded it will search for and run the first program on tape. With a disc based system the first function of START remains the same, however if there is no program in memory it will search the current disc for a file named "START" and run it, if there isn't a file with this name EXDOS will come back with a "File not found" error. The best way to make use of this feature is to get into the habit of using "START" as the name of the first program you want running in any particular directory, the loader for a machine code program for instance. It is still possible to load programs from tape by prefixing the program name with TAPE:, and channels can be opened to disc in the same manner as opening a channel to tape, except the channel can be used for input and output at the same time. The only complaint here is that EXDOS only supports sequential access files, this means that data has to be read in in the order it was written. It is possible to set up random access files using EXDOS, but we haven't had time yet to investigate this feature fully.

As I've already mentioned, filenames can be up to 8 characters long, with a

A long hard look

exactly the same way as any other disc, and can be used at the same time as other discs. When set up it is allotted RAM in 16k blocks, in theory up to nearly 4 megabytes (a feature NOT offered by most business computers). As this RAM is no longer available to the user it makes the feature a little useless on the 64, but on the 128 this is no problem. The main advantage of the RAM disk is speed. That's not to say EXDOS is slow with normal discs, disc transfer rate with EXDOS is the fastest I have seen on any home computer, a 40k program like Nodes of Yesod loads in just under 4 seconds. It's just that a RAM disk is very, very quick, as an example the digitised pictures we used at the PCW demos - which are over 20K - can be loaded from RAM disk in somewhat less than a third of a second, that's impressive. This speed increase makes the RAM disk especially useful if a program needs to use large data files, the file can be loaded into the RAM disk and accessed very quickly indeed.

EXDOS can also use batch files, that is programs made up from EXDOS commands. These files are produced on the word processor and printed to disc. They can be run from EXDOS by simply typing in their filename. As I said, batch files can contain any EXDOS command and can be thought of as small programs running under EXDOS, thus for instance you could write a batch file to backup a disc. The most useful feature of batch files is that



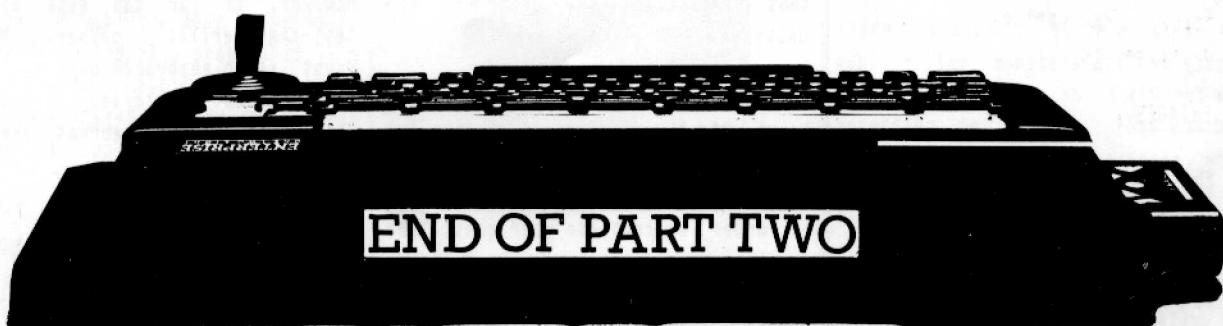
if you name one "EXDOS.INI", it will be run automatically on power up (providing that the disc was in the drive !). This could, for example, be used to set up the time and date and show the current directory of the disc. The one problem with batch files on the Enterprise is that you can't run Basic programs from them. This is a shame as it stops one from booting a program straight from disc, as it stands it still necessary to go into Basic to run any Basic program. It is possible to load EXOS modules from a batch file and we have discovered you can load and run Pascal programs directly from a batch file - perhaps another good reason to start working in Pascal.

So that's EXDOS, very impressive and undeniably good value. But it isn't finished there ! As I said at the beginning of this review when you buy EXDOS you are asked to send off a

warranty card to obtain IS-DOS. This a second complete operating system, able to use all of the commands available to EXDOS. Using IS-DOS it is possible to make files read only, or even hidden so that they won't be listed in a directory; you can reroute your disk drives, useful if you have a faulty drive; you can even run transient commands, these are short programs which are loaded from disc to perform quite complicated tasks such as undeleting inadvertently deleted files - this makes IS-DOS infinitely expandable. That's not all, the most impressive point about IS-DOS is that it allows the Enterprise to run any CP/M 80 software. There is a wealth of CP/M software available on the market including a large amount of free public domain software. There isn't room here to do justice to IS-DOS so watch out for a full review in a couple of issues.

CONCLUSION: to be honest there is only one thing left to say about EXDOS :

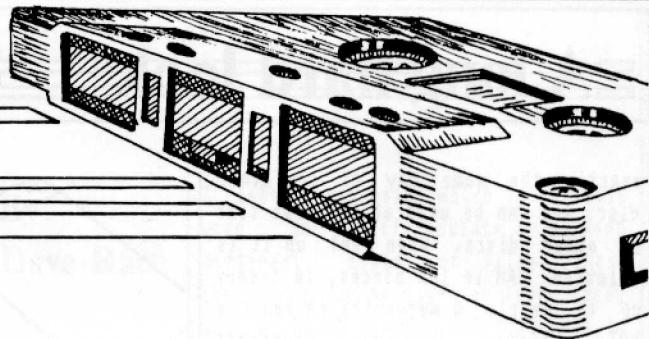
BUY IT !!



END OF PART TWO

Software

Update



KEY TO RATINGS:

ARCADE and ANIMATED ADVENTURES

GAME CONTENT	- Variety of actions / screens
PLAYABILITY	- Ease of use, addictive quality
GRAPHICS	- Quality and use of graphics related to machine
SOUND	- Use of stereo and tune / noise originality.
VALUE FOR MONEY	- Overall impression when compared with price.

ADVENTURES

GAME CONTENT	- Design of plot / background. Puzzle ingenuity.
PRESENTATION	- Atmosphere, graphics (if any), text / screen layout.
INTERACTION	- Parser quality, editing facilities
VALUE FOR MONEY	- Overall impression when compared with price.

PERCENTAGES

0 - 25	- Yuk, Bleah !
26- 50	- Bad to Mediocre
51- 75	- Average to Good
75-100	- Excellent to completely Brilliant

The machine stops

Name : MORDONS QUEST
Producer : Abersoft
Category : Adventure
Price : £7.95

In the beginning, Chaos ruled and all which existed had little purpose. In the struggle against this nightmare, the Ancient Ones created the separate realities which brought order to an unstable void. The Ancient Ones are not immortal, however, and in order to safeguard their work they created a sorcerous machine which would be powered by their life essence. As their time drew near, each Lord in turn sacrificed the last of his power to the machine until only Bostafer remained. When his time approached, he was seized by the desire for immortality and, rather than make the ultimate sacrifice, broke the machine into its component parts in an attempt to gain the power of the other dead Lords. His power is still growing and the realities are fading and becoming confused. Your quest is to find the parts of the machine and remake it, thus restoring the order to the universe.

In many ways this game is similar to Level 9's "Lords of Time" in that you travel between different scenarios spanning a large part of Earth history in order to complete your quest. The location descriptions are long, detailed and well written - Mordon's speech (essentially the above

paragraph) lasts two full pages ! However, Mordon's Quest does have some quite disappointing aspects. I found the parser to be very particular about certain things and is not nearly so accomodating as the latter Level 9 offerings. If a location is to be redescribed, "WHERE" is used rather than the usual "LOOK", a deviation from standard adventure language which will irritate experienced adventurers. Also, in order to solve certain problems, precise wording is required in order to have any effect - very confusing if you've solved the problem but the parser won't let you do what you want to ! The "EXAMINE" command in most cases is useless and there is no error checking - both "EXAMINE BLANKET" and "EXAMINE CBVJBI" both return "YOU SEE NOTHING SPECIAL". Also highly infuriating is the regularity with which the phrase "YOU CAN'T" is returned by the program - this is used for both impossible actions and unrecognised verbs, thus causing more confusion.

However, if you can cope with the less-than-perfect parser, Mordons Quest is an enjoyable game containing an interesting series of cleverly interwoven puzzles spread over more than 150 locations.

COMMENTS

NB. Initially, I found the inadequacies of the parser spoiled my enjoyment of the game to an extent

Software Update

where I was prepared to just dump it. However, I persevered, and found the later stages of the game to be much better. Whether this was due to my getting used to the limitations of the parser or whether the vocabulary relating to later parts of the game is more complete I'm still not sure. Overall, worth buying if you're an adventure freak.

Presentation	80%
Interaction	50%
Game Content	75%
Value For Money	65%

Base Race.

Name : RACE ACE
Producer : A.I. Products
Category : Simulation
Price : £7.95

Ever fancied yourself as a Formula One racing driver burning rubber and spraying people with champagne? No? Oh well... Race Ace is a motor racing simulation/game offering a choice of 10 different actual Formula One race tracks, manual or automatic gearbox, differing weather conditions (set by the program), and a practice lap to determine your position on the starting grid. Controls are as follows - Accelerate: joystick forward, Brake: joystick back, Left & Right: L & R, Gearstick: joystick forward & back while space bar pressed. The practice lap is done solo, while you have the added hazard of other cars that crash into you - at the most inopportune moments - in the race proper. It is a fairly standard racing game, with no pit stops necessary or even back markers to lap once you've taken the lead.

The one major criticism which can be levelled at this game is immediately obvious as soon as it starts. The choice of controls for the car is an

awful one - when accelerating and braking, you tend to veer to the left and right as the joystick wobbles (this is worse if the internal joystick is used rather than an external one). The opposite is also the case, with unintentional speed changes when cornering. This tends to spoil the play to an extent, especially if the manual gearbox option is selected.

COMMENTS

N.B. As racing games go, this is very run-of-the-mill. While not forcing the player to master dozens of keys (like "Chequered Flag" on the Spectrum), it goes completely the other way, making the game just as unplayable. The graphics are nothing special, which is sad considering the potential the machine has display-wise in a game like this.

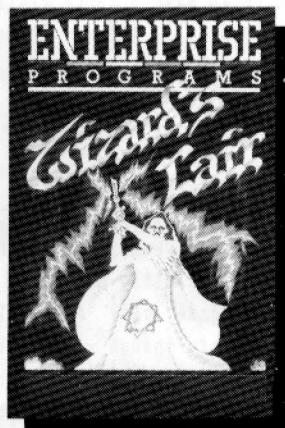
Game Content	60%
Playability	50%
Graphics	60%
Sound	55%
Value For Money	55%

Bespaking doom and casting spells
If this Lair thou dost uncover
Four Lion pieces thou must discover
Only then will you escape
Past the lion which guards the gate
So heed this warning and beware
Never enter the Wizards Lair!

Wizards Lair is an arcade adventure with 256 locations on seven levels interconnected by trapdoors and lifts. The hero, a certain Pot Hole Pete, is trapped in the said sorcerous abode and must find all the pieces of the fabled Golden Lion in order to escape. For readers familiar with the now senile Spectrum classic Atic Atac, the game is very similar. The screen shows an overhead perspective view of the current location with all four walls visible. Passage between the rooms is via interconnecting doors which open and shut randomly. It goes without saying that these rooms are inhabited by numerous fearsome beasties all keen on having Pete pancakes for tea! However, Pete is able to combat them by throwing axes (of which he has a limited supply).

Objects to be found along the way include food (which replenishes lost energy), spare axes, gold, gems, keys (which open certain doors), spell scrolls and, of course, bits of the Golden Lion. The scrolls are used as they are picked up, but only work if Pete is carrying enough gold. The spell contained on the scrolls allows you to convert your gold into other commodities such as keys, weapons, energy or magic rings.

There is actually quite a lot to this game - the monsters are not stupid, and actually act in different ways according to species. They can also enter rooms through the doors, which can be quite surprising if you're trying to exit through the same door! The graphics are of a good (Spectrum) standard, colourful, quite fast and flicker-free. Finally, the music which greets your demise is so



Name : WIZARDS LAIR
Producer : Bubble Bus
Category : Arcade
Price : £7.95

Tis a legend told long ago
About dark caves far down below
Where deep within a wizard dwells

Software Update

depressing you can actually feel guilty about letting your man die !

COMMENT

NB. This is the sort of game which will keep you absorbed for hours just exploring, let alone trying to solve it ! Even though this game has been around for ages on the Spectrum and Amstrad, I feel it is a welcome addition to the Enterprise repertoire. A quality game, well worth investing in.

Game Content	75%
Playability	75%
Graphics	65%
Sound	55%
Value For Money	75%

Havoc in Havoc

Name : LANDS OF HAVOC
Producer : Microdeal
Category : Arcade
Price : £9.95

The land of Haven was a wonderful place - no unemployment, no racial tension and absolutely no instances of politicians lying to Parliament. A meaty magician called the High Vanish looked after the people and ensured that they had all they needed. That was, until the Dark Lords strode into town. They outgunned the High Vanish and subjected the people to unspeakable naughty deeds. However, they were unable to totally destroy all goodness and in this time of transition the land became known as Havoc. You play the part of Sador, the prophesied and decidedly reptilian saviour of the Land. Your first task is to discover the Book of Change, hidden in the alchemist's storeroom. This will offer the first of many clues which should ultimately lead to the downfall of the Dark Lords.

This is a massive (2000 screens) maze

game ! However, it is played at such a breakneck pace that sometimes it is difficult to remember where you're supposed to be going as you zap through screens in fractions of a second ! Despite the rather pretentious background blurb, this is quite a fun game to play - there is always a particular object or set of objects you must find in order to progress to the next stage of your quest, and to make things more difficult the place is liberally populated with monsters. The initial part of the game is a maze divided into nine sectors, which are arranged randomly each time the game is run. An item needs to be retrieved from all but two of these sectors to enable you to progress to the next part of the game. Microdeal have provided an aid to the first part in the form of nine "postcards" depicting the sectors, which can be arranged in the correct order when the game starts. However, the cards don't tell you where in each sector the required object is !

Control is by internal joystick, with the space bar to fire (yes, you can actually kill the nasties in this game !). There is also a merry little tune which plays all the way through and gets incredibly annoying when you've lost your third life.

COMMENTS

NB. Just considering the game elements, this should be an incredibly boring game. However, the sheer speed with which the little man zooms around makes the game very enjoyable. The price is nasty though - it's not up to the standard of other recent £9.95 games such as Nodes (although it sells for twenty quid for the QL and Atari ST !!!). After only just recovering from Microdeal's last offering (see Issue 3 "Adventure Pack"), I was refreshingly surprised to find a quality program within the "let's-make-this-game-look-good-by-putting-it-in-a-big-box" packaging.

Game Content	60%
Playability	75%
Graphics	55%
Sound	55%
Value For Money	55%

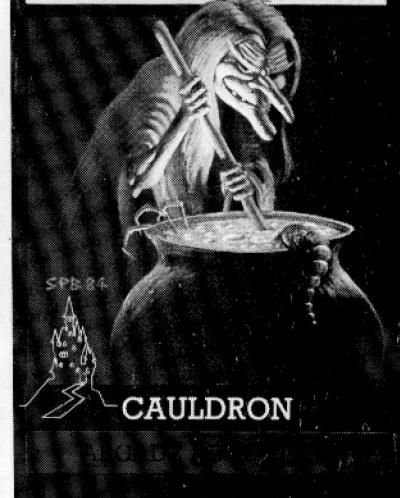
Neil Blaber

NEXT ISSUE....

We'll be catching up with the small backlog of oldies including Airwolf, (which mysteriously disappeared from someone's library a few weeks ago) Wriggler from Romantic Robot, (Mass excitement - ha ha! - ML) Orient Express and The Commodore hit Cauldron, an excellent conversion. ML

Neil as asked me to apologise for the delay he caused this issue which was partly due to degree exams, partly to an exploding monitor, partly to the lack of help from his ex-reviewer Gary, but mostly due to sheer bone idleness.

ENTERPRISE PROGRAMS



Utilities

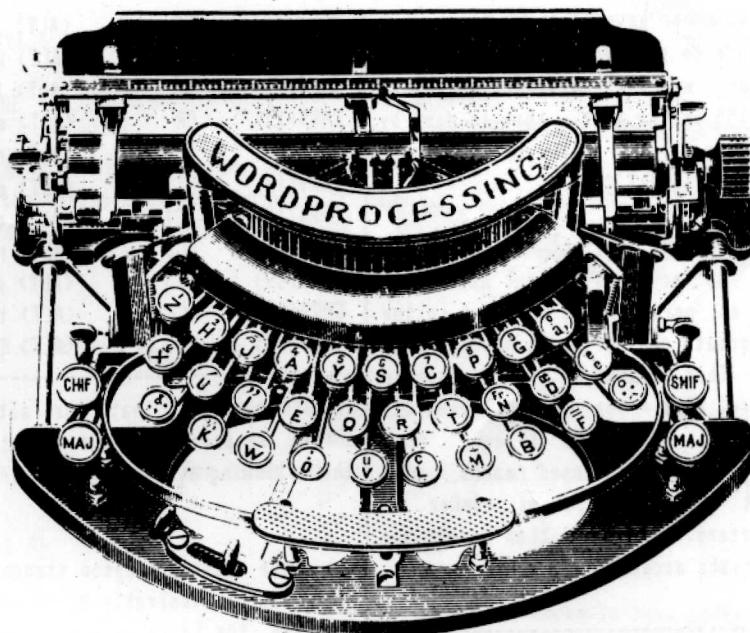
As everyone knows the Enterprise comes complete with a built-in word processor contained in ROM. This is obviously a very useful feature in that people are more likely to use the word processor for letter writing if immediately available than they would if it had to be loaded from tape each time.

However, this very convenience leads to restrictions on the abilities of the processor. Because it had to be fitted into the same ROM as EXOS, its size had to be kept down - read only memories only come so big! Therefore many features that one would expect from a tape or disc based program have had to be left out - there is no search/replace function, block move is restricted to single lines or full paragraphs, there is no procedure for inserting printer control codes into text, and, most infuriating, loading text clears the screen thereby stopping the merging of letter heads and the such like.

That was until now. Whilst I cannot offer search/replace functions or localised block moves (you'll have to get something like the dreaded Wordstar running under IS-DOS for those features), I can show you how to insert control codes into your text and how to merge text files.

To work in reverse order, merging text files is a very simple operation... once you know how. The trick is to save the text as an ASCII file, something which does not occur when using the standard SAVE command. To save a file in this format we must print to the tape/disc channel, press function key 3 and when the prompt appears requesting a device or channel type in a valid filename e.g. LETTER.TXT . The file will then be printed to the storage device, in effect saving it as an ASCII file.

Now that you have your text saved in this format you can load it as you



would any other file using the load function; however instead of clearing the screen and then loading, the text will now start loading from the current cursor position overwriting any text that is already there until it has finished loading.

The clever bit though, is that if you put the editor into insert mode before merging the text - by pressing CTRL and INS at the same time - the text will insert itself at the current cursor position. This means that you do not have to leave suitable gaps in your letters for the insertion of names and addresses and suchlike.

There are only two real disadvantages with this method of text merging, and both are caused by the fact that text files have a hard carriage return at the end of every line. Thus if you load several lines of text in this way each will be regarded as a separate paragraph, making justifying and reforming said text a little difficult. Even if you only merge a couple of words, a name for example, there will be a hard carriage return at the end, forcing the rest of the text on that line down one line. This

is easy to get round, however; simply press the ERASE key after merging.

So, to summarise :- First print the text you will want to merge to whichever storage system you are using. When you want to merge this text put the cursor at the desired point, and go into insert mode. Load the text normally using function key one. Finally press the erase key to remove the carriage return from the end of the merged text.

Next, we come to the insertion of printer control codes within word processor files. This too is very simple and relies on the fact that many printers repeat their control table after 7F hexadecimal (127 decimal). That is to say that if they are sent any ASCII code greater than this number, they will subtract 128 from it to arrive at the character they should print. Thus if the word processor sends the ASCII code 155 to the printer, this will be regarded as being the ASCII code 27 - the escape code.

These post-127 codes are obtained by using the ALT key together with

Utilities

various other keys as shown below. For instance to send an escape code to the printer we need to insert the ASCII code 155 in the text - this is done by inserting a space in the finished text and pressing ALT [.

The best and easiest method I have found so far is to set out all of the text as normal, and then put in the appropriate control codes using insert mode. This means you will be able to ensure that the text layout is correct. Remember, though, that enlarged or condensed modes will result in a different number of characters per line than normal and compensate accordingly.

Control | Mnemonic | Key combination
code | |

CHR\$(0) | NUL | <ALT> a
CHR\$(7) | BELL | <ALT> g
CHR\$(8) | BS | <ALT> h
CHR\$(9) | HT | <ALT> i

CHR\$(10) | LF | <ALT> j
CHR\$(11) | VT | <ALT> k
CHR\$(12) | FF | <ALT> l
CHR\$(13) | CR | <ALT> m
CHR\$(14) | SO | <ALT> n
CHR\$(15) | SI | <ALT> o
CHR\$(17) | DC1 | <ALT> p
CHR\$(18) | DC2 | <ALT> r
CHR\$(19) | DC3 | <ALT> s
CHR\$(20) | DC4 | <ALT> t
CHR\$(27) | ESC | <ALT> [

<ALT> indicates that the alter key should be pressed at the same time as the following symbol.

The above codes are Epson standard, as found on my venerable MX-80 (someone persuade the Ed to give me a nice new laser printer) and will be found on most modern printers. Full details of the various control codes will be found in your manual, as well as a list of characters which will give extra effects if placed after ESC, e.g. ESC E normally turns on the

emphasized printing mode and can be obtained by inserting <ALT>[E in your text, at the point just before you want it to take effect.

To finish with, I've a tip for all those users out the who like me don't own a monitor. To use 80 column mode with a normal T.V. set without causing to much eyestrain, clear the page by using F5, then set the paragraph colour to blue on white by pressing <ALT> F7 twice and then press SHIFT whilst pulling the joystick down. Now turn the colour control on your set right down, you should now have a perfectly readable screen.

Try experimenting with this, text merging and control codes and you'll soon be finishing off all those articles you've been waiting to send in.

Dave Race

User Group Activities

At last some of you are taking up our offer, remember all you have to do is send us your name and address and any details of meetings information, etc. Please, if you live near any of the following organisers make an effort to make contact, you never know you might even enjoy it.

Mr. A. Wade,
39 Darren view,
Crickhowell,
POWYS
WALES NP8 1DF.

Mr. J. Rice,
15 The Muntings,
Stevenage,
HERTS,
SG2 9DW.

Mr. H. Ingleby,
37 The Mount,
Alwoodley,
LEEDS,
LS17 7RH.

Mr. M. Wallace,
61 Peartree
Pearton,
Swindon,
WILTS

Mr. D. Anderson,
7, Treynham Close,
Stowheath,
WOLVERHAMPTON.
WV1 2UG.

Mr. P.R. Money,
121 Bexley High St,
Bexley,
KENT,
DA5 1JX.

Mr. S. Antcliff,
2 Hatherall Rd,
Maidstone,
KENT,
ME14 5HE.

Mr. T. Box
12, White gates,
100 station Road,
New Barnet,
HERTS EN5 1QB.

Home Produce

Issue 5's Home Produce offering is a neat little routine from D.Silkstone.

UNIVERSAL MENU ROUTINE

This routine will produce a single column menu of string options and will return the selected item's array value in the variable of your choice. It uses the internal joystick to move up and down the menu list and return selects the high-lighted choice.

The routine also demonstrates the passing of arrays to DEF blocks, using the REF command.

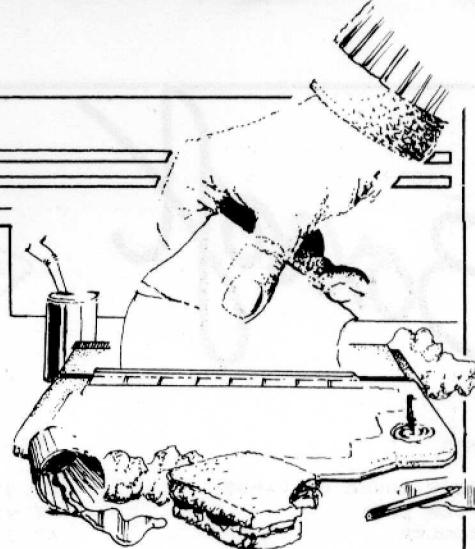
Another useful little tip :- If you want a variable to loop back to its lowest value after reaching its highest

value then the formula is :

let variable = variable+1+((variable=top)*(top-bottom)+1)

See lines 340 and 360 of the next bit.....

```
10 !UNIVERSAL MENU HANDLER - D.Silkstone Feb 86
100 STRING A$(1 TO 10)
110 FOR I=1 TO 10
120  READ A$(I)
130 NEXT
140 LET CHOICE=-1 ! INITIALISE VARIABLE
150 CALL MENU(A$,LBOUND(A$),UBOUND(A$),CHOICE)
160 CLEAR TEXT
170 PRINT "YOU CHOSE ITEM ";CHOICE;" ";A$(CHOICE)
180 END
190 !
200 DEF MENU(REF CHOISE$,BOTTOM,TOP,REF OPTION)
210  CLEAR TEXT
220  FOR I=BOTTOM TO TOP
230  PRINT AT I-BOTTOM+2,1:CHOISE$(I)
240  NEXT I
250 LET OPTION=BOTTOM!: INITIALISE OPTION= START OF MENU
260 PRINT AT OPTION-BOTTOM+2,1:CHR$(246);:!SWAP INK/PAPER PAIR
-SEMICOLON PREVENTS INK/PAPER SWAP AFFECTING NEXT LINE DOWN
270 DO
280  DO
290  LET MENU$=INKEY$
300  LOOP WHILE MENU$=""
310  PRINT AT OPTION-BOTTOM+2,1:CHR$(246);
320  SELECT CASE MENU$
330  CASE CHR$(180)
340  LET OPTION=OPTION+1+((OPTION=TOP)*(TOP-BOTTOM+1))
350  CASE CHR$(176)
360  LET OPTION=OPTION-1-((OPTION=BOTTOM)*(TOP-BOTTOM+1))
370  CASE ELSE
380  END SELECT
390  PRINT AT OPTION-BOTTOM+2,1:CHR$(246);
400  LOOP UNTIL MENU$=CHR$(13)
410 END DEF
420 DATA ONE,TWO,THREE,FOUR,FIVE,SIX,SEVEN,EIGHT,NINE,TEN
```



ERRATA

64 K owners seem to been having a rough time with our "home produce" programs and the hits tape. We seem to have made a few boo boo's. We there for have to inform you of a few alterations to three programs from the Hits tape two of which were printed in home produce.

To start with.

From issue 3 "Envegen.bas"
Swap all WORD\$ (V(N))(1) WITH WORD\$ (V(N))(1:1)

From issue 4 "Hidden_surfaces"
Swap line No 2170 with
2170 IF EXTYPE = 9246 OR EXTYPE = 9247 THEN
and line No 2190 with
2190 GOTO 310

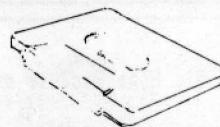
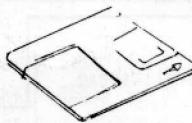
Finally from the hits tape side 2 " PIC_SCROLL.BAS"
Swap line No 4560 with
4560 IF EXTYPE= 9246 OR EXTYPE 9247
THEN
and line No 4620
4620 ELSE

Please note Hits tapes now being sold have been corrected.

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